

**What Is Claimed Is:**

1           1. A virtual reality method, comprising the steps of:  
2           providing a plurality of images and connecting the images  
3           in series as an image sequence;  
4           providing a pointer pointed to a target-image in the image  
5           sequence, wherein the target-image is one of the images in the  
6           image sequence;  
7           receiving a direction signal;  
8           determining the direction signal;  
9           altering the pointer to point to an adjacent image next to  
10          the target-image in the image sequence when the direction signal  
11          is a first direction signal; and  
12          altering the pointer to point to an adjacent image previous  
13          to the target-image in the image sequence when the direction  
14          signal is a second direction signal.

1           2. The method as claimed in claim 1 further comprising:  
2           determining whether the pointer is pointing to the last  
3           image of the image sequence; and  
4           altering the pointer to point to the first image of the  
5           image sequence when the direction signal is the first direction  
6           signal and the pointer is pointing to the last image of the image  
7           sequence.

1           3. The method as claimed in claim 1 further comprising:  
2           determining whether the pointer is pointing to the first  
3           image of the image sequence; and  
4           altering the pointer to point to the last image of the image  
5           sequence when the direction signal is the second direction

6 signal and the pointer is pointing to the first image of the image  
7 sequence.

1 4. The method as claimed in claim 1 further comprising  
2 displaying the image pointed to by the pointer.

1 5. The method as claimed in claim 2 wherein the first  
2 direction signal is a right signal.

1 6. The method as claimed in claim 3 wherein the second  
2 direction signal is a left signal.

1 7. The method as claimed in claim 1 wherein the images are  
2 the photos of an object at different positions on a circle having  
3 a fixed radius, and there is a predetermined angle difference  
4 between one image and its adjacent image in the image sequence.

1 8. The method as claimed in claim 7 wherein the  
2 predetermined angle difference is a 24 degree horizontal angle.

1 9. A virtual reality method, comprising the steps of:  
2 providing a plurality of images and arranging the images  
3 into a matrix;

4 providing a pointer pointed to a target-image in the  
5 matrix, wherein the target-image is one of the images in the  
6 matrix;

7 receiving a direction signal;  
8 determining the direction signal;

altering the pointer to point to an adjacent image next to the target-image in the matrix when the direction signal is a first direction signal;

altering the pointer to point to an adjacent image previous to the target-image in the matrix when the direction signal is a second direction signal;

altering the pointer to point to an adjacent image above the target-image in the matrix when the direction signal is a third direction signal; and

altering the pointer to point to an adjacent image below the target-image in the matrix when the direction signal is a fourth direction signal.

10. The method as claimed in claim 9 further comprising: determining whether the pointer is pointing to the image in the last column of the matrix; and

altering the pointer to point to the image in the first column of the matrix when the direction signal is the first direction signal and the pointer is pointing to the image in the last column of the matrix.

11. The method as claimed in claim 9 further comprising: determining whether the pointer is pointing to the image in the first column of the matrix; and

altering the pointer to point to the image in the last column of the matrix when the direction signal is the second direction signal and the pointer is pointing to the image in the first column of the matrix.

12. The method as claimed in claim 9 further comprising:

2 determining whether the pointer is pointing to the image  
3 in the first row of the matrix; and

4 altering the pointer to point to the image in the first row  
5 of the matrix when the direction signal is the third direction  
6 signal and the pointer is pointing to the image in the first row  
7 of the matrix.

1 13. The method as claimed in claim 9 further comprising:  
2 determining whether the pointer is pointing to the image  
3 in the last row of the matrix; and

4 altering the pointer to point to the image in the last row  
5 of the matrix when the direction signal is the fourth direction  
6 signal and the pointer is pointing to the image in the last row  
7 of the matrix.

1 14. The method as claimed in claim 9 further comprising  
2 displaying the image pointed to by the pointer.

1 15. The method as claimed in claim 10 wherein the first  
2 direction signal is a right signal.

1 16. The method as claimed in claim 11 wherein the second  
2 direction signal is a left signal.

1 17. The method as claimed in claim 12 wherein the third  
2 direction signal is an up signal.

1 18. The method as claimed in claim 13 wherein the fourth  
2 direction signal is a down signal.

1           19. The method as claimed in claim 9 wherein the images  
2     are the photos of an object at different positions on a virtual  
3     spherical surface, and the images in the same row of the matrix  
4     represent the images photographed from the same overlooking  
5     angle but different horizontal angles, and there is a  
6     predetermined horizontal angle difference between one image and  
7     its adjacent image in one row, and the images in the same column  
8     of the matrix represent the images photographed from the same  
9     horizontal angle but different overlooking angles, and there is  
10    a predetermined overlooking angle difference between one image  
11    and its adjacent image in one column.

1           20. The method as claimed in claim 19 wherein the  
2     predetermined horizontal angle difference is a 24 degree  
3     horizontal angle.